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November 1987
Volume 7 No. 10

M.A.C.E. Journal

Devoted Exclusively to the Atari Computer User

Published by the Michigan Atari Computer Enthusiasts

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Membership/Subscriptions
One year membership is $20 per household. This entitles you to purchase from a growing library of public domain files and receive the Journal which keeps you current on events in MACE and the Atari community. If you wish to join, attend a meeting or use the handy Membership Application found in the back of the Journal.

Disk Submissions
Disk submissions may be made in person at a meeting or sent to P.O. Box 2785 Southfield, MI 48037 to the attention of either 16 or 8 bit librarian.

Journal Submissions
Artwork and articles are always in demand in the MACE Journal. Please upload any articles to a MACE Network BBS. Artwork and articles can also be sent in hardcopy to the attention of the Journal Editor at P.O. Box 2785 Southfield, MI 48037. Deadline for submissions is the first of each month. MACE does not assume responsibility for return or safety of artwork, photographs or manuscripts.

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The computer magazine for the progressive Atari user

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From Your President

by Don Neff

The M.A.C.E. officers of 1986-87 faced a major challenge when they took office -- saving M.A.C.E. The club was so weakened by well-intentioned politicians, that disbanding M.A.C.E. seemed an attractive consideration. In fact, at the May, 1986 meeting a proposal was offered -- and defeated, thank goodness -- to dissolve the club forever.

The past great group of officers, with the help of several dedicated M.A.C.E. members not only saved M.A.C.E., but left it stronger than it had been for years! M.A.C.E. now has a growing membership, one of the most complete 8-bit public domain libraries and probably the largest collection of Print Shop icons to be found anywhere. The M.A.C.E. Journal is once again a quality magazine with interesting articles. Our bills are all paid, and the future looks bright for the club.

On behalf of the entire club, I thank Tom Sturza, Chuck Norris, Burt Gregory, Jim Kennedy, Mik lin, R. Charles Sibthorpe, Paul Wheeler, Chris Samuels, Sharie Middlebrook, and Kip Kiefer. These people gave up their personal lives to tend to the business of saving M.A.C.E. Each of them gave as much as they could of their individual talents and energies.

We would not have M.A.C.E. today if not for them.

I also want to thank two other individuals whose important efforts were not as visible to everyone -- Jerry Cross of G.A.G. and Mike Lechkun of MAGIC. They both worked hard to insure a feeling of camaraderie between our user groups. Thank you for your help and words of encouragement, Mike and Jerry.

Because of the effort these individuals put into this club, this next year will be a good one!

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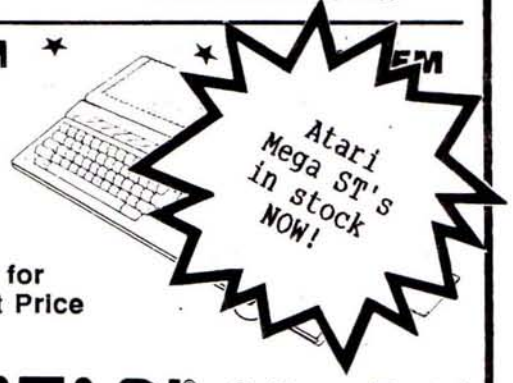

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Michigan Atarl Computer Enthusiasts

General Meeting: 9/15/87

The meeting was called to order at 7:30 p.m. by President Tom Sturza's announcing the MACE East BBS is off-line due to damage during an electrical storm. Tom noted the SysOp had little apparent interest in maintaining the system, and, by decision of the officers, it was removed from his residence. MACE will be looking for a new SysOp and location in the coming months, preferably outside the MACE weST calling zones to serve a greater number of members.

Tom announced the officers made final arrangements to convert MACE West to an Atari 520 ST. Software was donated by United Computer, along with a 10-meg hard drive. The transition date was set for October 1, after which the BBS will be known as "MACE weST." Give it a call at (313) 582-0657.

Tom then discussed the proposed amendments to the MACE Constitution. The two proposals would effectively create a new officer position -- 16-bit Librarian. Tom announced the proposals would have to be ratified or rejected *before* the election of officers which was the main business that evening. Both proposals were approved almost unanimously by the members.

Tom discussed the general requirements for officer candidacy, specifically noting officers must be 18 or older. Michigan law requires a minimum legal age for any person who could sign a contract on the club's behalf.

Per MACE's Constitutional requirements, a count of present members revealed a voting base of 54 memberships. Elections followed with the results:

President ..... Don Neff
Vice President ..... Jim Kennedy
Rec. Sec'y ..... Mike Olin
Treasurer ..... Heather Neff
Journal Editor ..... Pattie Snyder-Rayl
8-bit Librarian ..... Kip Kiefer
ST Librarian ..... Paul Wheeler
Membership Chair ..... Bill Rayl
Corres. Sec'y ..... Ted Newkumet

There was no candidate for the position of Meeting Coordinator. The new officers will be responsible for holding a special election at a future date to fill the vacancy.

Tom publicly thanked all the returning officers for their support in the past year and congratulated the new officers. He also gave special thanks to the many unnamed persons who have helped with the behind-the-scenes production of the Journal during the past year. Each of the new officers then spoke briefly about their plans for their respective offices.

Mike Olin complimented the many people who produced the recent Atari MAGIC Show. This was followed by a round of applause from MACE members. By all accounts, the show was a smashing success.

Following intermission, a group of members assembled for an "ST New User" forum while another group began an 8-bit question-and-answer session. The meeting was officially adjourned at 10:00 p.m. when the newly elected officers assumed their new responsibilities.

Michael Olin
MACE Rec. Sec'y 9/20/87

Monopoly on Monopoly?

Reprinted from "The Inputer" Sept.11-Sept.28. Page 28

Beverly, MA. -- Parker Brothers, owners of the world-famous MONOPOLY real estate trading game, has taken note of what has become a misconception in the software world. A number of software companies and individual programmers have been distributing versions of the popular game, claiming it is public domain.

Parker Brothers wants to set the record straight. The MONOPOLY game, including the board graphics, the instructions, the playing cards, the Title deed cards, and all of the other distinctive elements of the MONOPOLY game are fully protected under the Federal Copyright Act and the Federal Trademark Act.

Continued on next page

Position Open

Needed: Dedicated BBS user looking to expand his/her horizons and become SysOp of a fine 8bit board.

Requirements: Experience with 8bit Atari systems and modems, and time to help fellow computer enthusiasts with problems using the board. Must live on the eastside.

Be all that you can be. Join the proud, the few -- the Sysops. Contact your neighborhood MACE officer.

The copying of any or all of these protected elements, including software, constitutes a violation of federal law, and also may be a violation of state Unfair Competition laws. Importantly, the trademark MONOPOLY is registered in the U.S. Patent and Trademark Office and is fully protected under both federal and state trademark laws. Any unauthorized use of the registered MONOPOLY mark is unlawful.

Parker Brothers wants the computing world to know that it has licensed the MONOPOLY property to Sega for the Sega Master Systems and Virgin Games for home computers. Other than these two licensees, none of the software versions of the MONOPOLY game now on the market have been authorized by Parker Brothers. Therefore, all unauthorized versions are infringements for which both manufacturers and users may be liable in a lawsuit for both injunctive and monetary relief.

Therefore, to avoid prosecution, we are giving notice to all producers, advertisers, distributors and users of the infringing software, production and purchase of such software must stop. For more information, contact Arthur Greenbaum at (212) 503-6240.

M.A.C.E. WeST

By Tom Sturza

MACE is proud to announce our westside BBSystem has been changed-over to a 520 ST, and we are running the board with MichTron's BBS software. The new MACE weST is jointly sponsored by MACE and United Computers, Inc. United Computers donated the BBSystem software and has loaned MACE a 10-megabyte hard drive. The remainder of the equipment running the board is owned by our club.

Sharie Middlebrook remains the SysOp, and has the task of getting to know the new system she is running. She indicated the BBSystem will support both 8-bit and 16-bit users at 300 and 1200 baud. While on the board, if you see something needs fixing or have any suggestions, please leave a message for Sharie at log-off.

The new BBSystem software does work differently from the A.M.I.S. software used to run the 8-bit version of MACE West. The most important difference being you MUST login in ascii, no atascii allowed! First-time callers are advised to register as users of the BBSystem. Please use your name or handle and not "new" or "new user." Online time and the ability to read the message bases are given immediately after registration. You need to call back in a day after Sharie validates you to be able to enter messages in the message base.

I have captured some of the menu or help information from the BBSystem. Members may wish to keep this article near their computer until they get more familiar with the workings of Michtron's BBSystem.

MAIN MENU

[W]elcome message
[C]hat with SysOp
[N]ews file
[E]dit profile
[Q]uestionnaire
[L]ast callers
[F]ile transfer
[B]ye (log off)
[M]essage base
[S]ig change

FILE TRANSFER MENU

[L]isting of files
[M]ain menu
[D]ownload a file
[B]ye (log off)
[U]pload a file

MESSAGE BASE MENU

[S]can mail
[N]ew mail only
[R]ead mail
[M]ain menu
[I]ndividual read
[B]ye (log off)
[L]eave mail

SIG LIST MENU

[1] MACE	[2] MACE Journal
[3] 8-bit Games	[4] 8-bit Utilities
[5] 8-bit Music & Pictures	[6] 8-bit Odds & Ends
[7] ST Games	[8] ST Utilties
[9] ST Music & Pictures	[10] ST Odds & Ends

Now for a few hints from Sharie. Anytime you are asked to respond to a prompt, the default value or answer will be displayed inside of brackets -- for example, [N] for Next. Simply hit <RETURN> if that's your response and the system will automatically use the default value.

Hitting <RETURN> at any MENU prompt will display the menu's available responses. Of course, if you have this article handy, you won't have to do, right? When accessing the FILE or MESSAGE BASE

areas of the BBSystem, you will be prompted to pick a SIG. If you want a specific SIG you must enter the corresponding number, there are 10 to chose from. If you wish to check all SIGs, then just hit <RETURN> and the BBSystem will inspect all 10 SIGs.

Well, I hope this article will be helpful to everyone who reads it and uses the new MACE weST! If, after using the new BBSystem, you find you have questions, either leave them for Sharie at logoff, bring them up at the general or officer meetings or write to MACE, care of the Post Office Box. I am sure the officers will see all your questions are answered, since they have modems too and know what BBS-withdrawl is like!

Fireblaster/War Zone

Reviewed by Bill Boles

Do any of you out there know what's wrong with the ST? There are very few good "old-fashioned shoot-em-up" games available for the fanatical arcade fiend. Most programs have been role-playing games, text adventures, and war games. There are not many games -- other than Time Bandits -- that allow the player to shoot, blast, burn and, in other words, destroy everything in sight!

Well, don't despair. A company called Paradox has come to the rescue with not one, but two, fantastic fast action games -- and they're both in the same box! That's right. You get two great games, Fireblaster (an outer space game) and War Zone (a tank battle game) for the price of one.

Before describing each game, let me tell you about the instructions. The first thing you will notice is they are triangle-shaped rather than the same, old, boring square rules you're used to. These instructions are also very brief. So brief in fact, that all they tell you is how to work a joystick. Another neat thing about the rules is there are sections in English, French and German for international ST users. It's nice to see a company that is concerned about our friends in other countries. Now, on to the games themselves...

Perhaps the best way to describe Fireblaster would be to call it a "souped-up, high octane" version of Galaxian. In this game, you have a ship at the bottom of the screen that you move with a joystick as you attempt to survive wave after differing wave of an assorment of nasties. The attackers appear from the upper left and move back and forth across the screen dropping bombs on you. Destroying all opposition moves you up to the next level. Getting killed, rather than sending you back to level one, lets you continue on the same level in which you were killed. When you destroy the last ship, a screen with big letters appears, and you are required to enter your name with the joystick. Unfortunatly, your scores are not saved to disk, so this feature should have been left out.

War Zone, on the other hand, has a little more meat to it. In this game, you are armed with a tank -- looks more like a car to me -- in which you may roam about destroying things at your leisure. As the game begins, you are on a stretch of paved roadway that soon turns into a blasted battlefield. Pushing the stick forward starts the game, scrolling down the screen.

During play, you can move forward, side to side or hold your position. Take care however, for if your tank reaches the bottom of the screen, it will explode (!) and cost you your tank. As you make your way across the battlefield, you will be under constant attack by enemy tanks, cars of various sorts and gun turrets.

Scattered about the screen are objects looking like fuel pump nozzles that when driven over will give you more fuel. What makes this game so exciting is after firing, your vehicle needs a moment or two to reload before firing again. This forces you to plan exactly when to fire. Like Fireblaster, when you get killed you are not sent back to the beginning. I wish that I could tell you what the goal of this game is, but, unfortunately, the copy I bought came with two copies of the Fireblaster rulebook and no rules for War Zone.

By now you probably would like to know how well these two games stand up to what's currently available. They are *very* good. The graphics are top-notch and the sound -- also MIDI compatable -- is also well done. As for playability, these games will keep you busy for quite some time as you strive to beat your previous scores.

So if you want to spend a night relaxing with a good "shoot-em-up" arcade game, just go to your local ST store and look for the triangular box!

WANTED

In search of a Lynkers 2400/1200/300 baud modem.

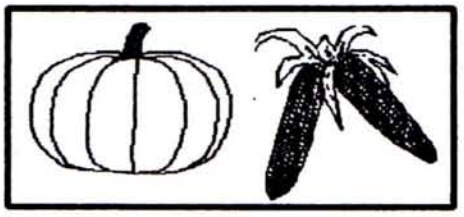
Leave a message with price wanted to Don on MACE weST -- (313) 582-0657.

NEWS, VIEWS, AND REVIEWS

By Paul R. Wheeler

NEWS:
Atari has acquired the Federated retail electronics chain and will get 65 retail stores in California, Arizona, Texas and Kansas. The merger hinges on the approval of Federated's lenders. Federated has not been profitable the past year, posting almost a million dollar loss in the first quarter. Atari may have found a way to retail in the manner THEY wish to retail. Jack (TOS) Tramiel plans to make use of a $20 million advertising budget from one of zero. Jack was quoted as saying, he is puzzled why Europeans seem to recognize the 'Power without the Price' feature of Atari, but Americans have to be told. Apple Computers cost twice as much and are in 10th place in Germany while Atari is No. 1. In the U.S. the key is advertising. People want what their next-door neighbor has. OK, here we are are well into the fall season and fast approaching the Xmas shopping era and I haven't notice any increase of advertisements. Have you?

8 BIT EMULATOR:
I've been thinking of running the three columns on this page as 8bit, 16bit, and the 24bit, the last being a combo of the first two, But lo and behold, out comes an emulator for the ST to run Atari's 8bit programs, what next! With emulators to run IBM (PC_Ditto), and MacIntosh (MAC-SACK) already on the market, indeed....what next. Neil Harris was hesitant in ok'ing the emulator, he was quoted as asking, "Why would anyone want to?" (run 8bit on the ST). Evidently there are some that



do to as the emulator is now out in public domain and will be placed in MACE's ST-Library. Speaking of the library, we are in the process of adding over 100 PD disks to it and more info will be given at the ST-SIG meeting. (They are held the first Tuesday of the month at 7:30pm in one of the smaller rooms upstairs in the Southfield Civic Center.)

COLORS AND MORE COLORS:
Michigan is long noted for it's wonderful fall colors, and the Atari is also noted for it's colors. But with the coming of the Spectrum program from Antic, comes the promise of 512 colors on the screen at one time with NO flicker. While you must have the program to edit or enhance pictures, it is not necessary to to have it to view them. Todd Meltzner(356) showed some of these at the ST-SIG and will also repeat the showing at the General meeting. As for the MORE colors, how about 1600 of them on the screen from a palette of 3375! All of this is promised from the Colorburst 3000!, a program from Beery's Bit Software located in Indianoplis. At a price of $19.95, you can bet I am going to check this one out. Look for a review next month.

XF551 DISK DRIVE:
It looks like Atari has finally come thru for the 8-bitters and it promises to be a winner!..... it has been announced that the XF551 disk drive is ready and will go for a suggested price of under $200. It is replacing the XF351---(the 3 designated a 3 1/2" drive) that I remarked about in this column three months ago. The XF551 is lower and wider than a 1050, and is in a trim style and color that matches the 130XE. The current 8-biters can upgrade to this drive and still keep and use all of the disks in their library, as it is compatable with 810, and 1050 drives. One of the biggest pluses to the drive is the fact that it is not only a TRUE double density drive but it is also a double-sided drive. This means that each disk is capable of holding up to 360K, thats four times the capacity of the 810..... Bill Wilkinson of OSS currently working on a DOS that will allow high-speed transfers and be full-featured, with subdirectories, random access files, a combo menu/ command structure, and much more. It will be known as ADOS. More on this drive and the new DOS as they become available but for now, at least in my opinion, this has to be the most exciting news to come out in the past 3 years for the 8-bit fans. I sure hope they are out in quantity prior to the Xmas rush, as this item should top the Wish-List of all 8-biters. This drive should prove once and for all that Atari has not forsaken the 8 bit machines and it should also be noted that the drive contains all of the features found in the ST drives (other than being a 5 1/4" disk) and probally wouldn't have made it to the market. If it were not for the 16bit machines. It also proves the two (8 and 16) can coexist. Till next month.....

Overriding Concerns

by Don Neff

The Problem

Installing an override switch to defeat a disk's write-protect system allows you to use both sides of your floppies without punching a second notch in the disks. All of the articles I've read about installing such override switches share a common fault. That is, they all advocate the use of a toggle switch which you must turn on and off. The problem with this is you must remember to turn the switch off to restore the write protection system when you are done. If you forget to do this, you may find yourself writing on your master copy of VisiCalc and turning it into VisiTrash.

Computer operators often make this kind of serious mistake, which led the personal computer industry to develop and universally adopt the write-protect system to begin with. Therefore, it seems ludicrous to install a Dumb switch which will simply invite the return of those problems.

The Solution

Install a Smart switch! This is a switch requiring [illegible]on on your part to turn it on, but knows when to [illegible] itself off without your help. This means you must make deliberate decisions to write on a protected or un-notched disk. You must also push a button allowing the write operation to take place. However, the switch can tell when the disk is removed from the drive and automatically shuts itself off so the next disk inserted will be properly protected. The circuit described in this article shows such a switch.

The Circuit

Transistor Q1 in Figure 1 is the actual switch and IC1 is what makes it a Smart switch. IC1 is a 4013 CMOS Dual D Flip-Flop which monitors PB1 and SW1. PB1 is an N.O. Momentary Contact Push Button you must press to override the write-protect system. SW1 is a SPDT Micro-Switch cam-operated by the disk latching handle whenever a disk is inserted or removed.

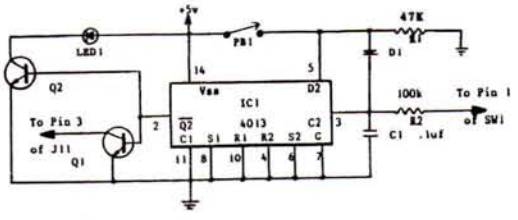


FIGURE 1

The 4013 is a "Positive Edge Clocked" IC. This means it is triggered only by the rising (Positive) edge (a in Figure 2) of the clock pulse. It ignores the falling (Negative) edge (c in Figure 2) and stable voltages (b or d in Figure 2).

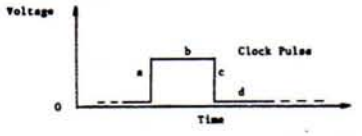


FIGURE 2

This means we can trigger IC1 by quickly increasing the voltage of Pin 3 from ground potential to a level just below the supply voltage at Pin 14. When triggered like this, IC1 looks at its Pin 5, Data Input, to see if it is high (PB1 pressed, therefore ok to write) or low (PB1 not pressed, don't write). Pin 2, Output, is then set high or low as necessary to turn transistors Q1 and Q2 on or off as commanded by Pin 5.

Overriding the Protection

Pressing PB1 to initiate the write-protection override supplies a high-level signal to both Pin 5, Data, and Pin 3, Clock, at the same time. However, the Data pin must be high before the clock signal triggers IC1. Diode D1 in Figure 1 causes the voltage level at Pin 3 to lag the voltage level at Pin 5 by 0.62 volts as illustrated in Figure 3. This voltage lag results in enough time delay to insure reliable triggering from PB1. Capacitor C1 contributes to the delay process but its main function is to clean up the clock signal spikes which result from mechanical switch bounce.

When IC1 is triggered, it reads the high level at Pin 5 and sets Pin 2 high also. This turns on switch Q1, tricking the disk drive into thinking the disk has a notch in it so the write-process occurs. At the same time, Q2 is turned on, causing warning light LED1 to blink. This warns you the write protection system has been disabled and think carefully before issuing a write command to this drive.

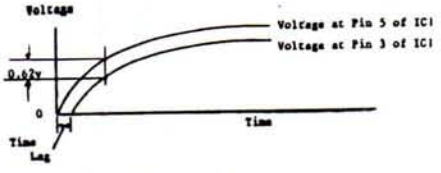


FIGURE 3

Continued on next page

Automatic Shutoff

Resistor R1 in Figure 1 insures Pin 5 of IC1 remains low unless PB1 is pressed. Likewise, R2 holds Pin 3 of IC1 low through Pin 1 of SW1 which is grounded as long as the disk latch handle is down (holding a disk in the drive). When the latch handle is raised to release the disk, SW1 is operated causing its Pin 1 to go high. This high signal is applied to Pin 3 of IC1 through R2 causing IC1 to trigger. When IC1 sees that Pin 5 is held low (PB1 not pressed, don't write) it turns off Q1 and Q2. The warning light then stops blinking and the write-protection system operates normally once again.

Building the Circuit

All of the items in the parts list are available from Radio Shack. No case is required because the finished circuit is installed inside your disk drive. The ciruit board listed is a set of siamese twin boards which can be broken apart since the whole circuit easily fits on one section.

Assemble the ciruit as shown in Figure 1. The critical items are the polarity of the diode, D1, the connections to Q1 and Q2, and the orientation of IC1 in its socket. Check these items carefully several times before you install the circuit in your drive. W you are satisfied that your wiring is correct, conn the circuit to your drive using Figure 4 as a guide. Secure the circuit board to the drive unit with double-sided tape or screw it to the drive chassis (best choice). Mount LED1 and PB1 in a convienient location on the front panel.

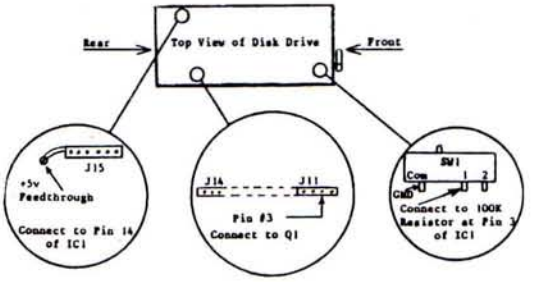


FIGURE 4

Continued on next page

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Testing the Circuit

Boot a DOS disk and get the DOS Menu on your screen. Place a blank disk right-side up in your drive format it. The drive should operate as normal and mat the disk.

Now turn the disk over and try to format the the back side without pressing PB1. The drive should make a few attempts to format the disk and finally display a message of ERROR 173 (disk is write-protected). This means the write-protection system is working normally.

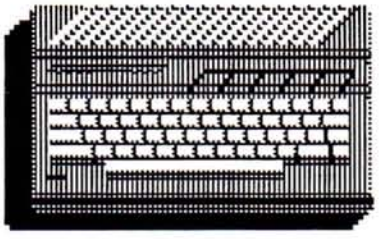
Press PB1 to disable the write-protection system. LED1 should begin flashing to warn you this disk is no longer protected. Issuing the format command now should result in the back of the disk being formatted as if notched first.

When the format process is complete, remove the disk from the drive unit. LED1 should stop blinking, indicating the override circuit has turned itself off and the write-protection system has been restored to normal operation. Try to format the back of the same disk again without pressing PB1. You should get the same ERROR 173 message as before, proving the override circuit did turn itself off when the disk was removed.

the price of a box of floppy disks, you have just bled your disk storage capacity without sacrificing the security of the write-protection system!

Parts List for the Override

Part	Radio Shack #	Description
C1,C2	272-1069	.1 uF Caps
D1	276-1122	1N914 Diode
IC1	276-2413	4013 Dual-D
LED1	276-036	Blinking LED
PB1	275-1547	N.O. Push Button
Q1,Q2	276-1617	2N2222
R1	271-1342	47K Resistor
R2	271-1347	100K Resistor
--	276-159	PC Board
--	276-1999	14 Pin Socket



Hamlet's Soliloquy *by William Shakespeare*

Translated into Atari Microsoft BASIC by D. F. Scott

```
90  REM [Act 3, Sc. 1. HAMLET is left alone to himself, his constants in flux, but his variables dimensioned.]

100  IF BE=1 OR BE=0 THEN 110 ELSE 100

110  IF SLINGS (FORTUNE) + ARROWS (FORTUNE) > ARMS - TROUBLES THEN 120 ELSE STOP : END

120  IF DIE = SLEEP THEN COMMON ACHE (HEART), SHOCK : SHOCK = 0

130  IF SLEEP = DREAM (BAD) THEN RUB = 1 ELSE STOP : END

140  IF COIL (MORTAL) = 0 THEN IF RUB = 1 THEN FOR PAUSE = 1 TO 100000 : RESPECT (LIFE) = RESPECT (LIFE) + 1 : NEXT PAUSE

150  ON ERROR 180

160  HOUR = VAL (LEFT$ (TIME$,2)) : KABOODLE% = WHIPS (HOUR) + SCORNS (HOUR) + WRONG (OPPRESSOR) + CONTUMELY (PRIDE)

170  KABOODLE% = KABOODLE% + PANGS (LOVE) + DELAY (LAW) + INSOLENCE (OFFICE) + SPURNS (MERIT) : GOTO 190

180  ON ERROR 0 : IF KABOODLE% > 32767 THEN KILL "D:HAMLET.OBJ" : STOP : END

190  IF QUIETUS > KABOODLE% THEN OPEN #1, "D:WEAPON.TXT" INPUT : GET #1, BODKIN : POKE HAMLET, BODKIN : CLOSE #1 : STOP : END

200  LIFE (WEARY) = FARDELS + GRUNT + SWEAT

210  IF LIFE (WEARY) < DREAD (DEATH + RND(1)) THEN IF DISCOVERY (COUNTRY) > 0 THEN RETURN ELSE COUNTRY = DEATH + RND(1) : WILL = RND(RND(RND(PUZZLE))) : ILLS = RND (1E+99)

220  IF DEATH = 0 THEN IF CONSCIENCE > 0 THEN US = COWARDS : GRAPHICS 3 : HUE (NATIVE) = HUE (NATIVE) + CAST (PALE) : SETCOLOR 8, 0, HUE (NATIVE) ELSE 100

230  PITCH = 255 : SOUND 1, PITCH, 10, 15 : MOMENT = LEFT$ (TIME$,2)

240  COMMON ENTERPRISE (PITCH), ENTERPRISE (MOMENT)

250  IF DEATH = 0 AND LIFE = 1 THEN CURRENT (ENTERPRISE (MOMENT)) = 0 : CURRENT$ = CURRENT$ - "ACTION"

260  SOUND 1,0,0,0 : RETURN
270  END
```

Bowling League Secretary for the Atari 8-bit

Review by Bill Kane

My wife is secretary of our mixed bowling league, and I help her from time to time. We purchased the Bowling League Secretary in the early summer of 1986. We made up some bogus leagues to see how it worked before the season started and we had trouble. I wrote a letter to the software's author, Scott Sheck at 9075 Centerway Rd., Gaithersburg, MD 20879, and he sent a replacement disk at no cost.

We still had trouble and again wrote. Mr. Sheck called, at his cost, and sent us another disk. Like many people who are new to personal computers, we had even more trouble. Mr. Sheck sent yet another disk, called me and offered more advice. I owed Mr. Sheck a very large apology since the problem was with us, not his program. Due to the excellent support he gave us, we sent him money enough to cover his phone calls and disks though none was asked for.

Now to the program! The program itself is outstanding. It will support up to 36 teams and a maximum of eight bowlers per team. It figures handicaps, averages, along with team and individual standings. Calculations also include individual and team high games and series, handicap and actual. Bowling League Secretary provides for substitutes and gives sorted output any time you want in these categories: handicap, games, total pins, running averages, high game (handicap,actual), high series (handicap,actual) individual and team, and simply alphabetical.

It also provides a printer code editor and comes with excellent documentation. Bowling League Secretary is not copy-protected so you can back it up. It's worth whatever the current price is.

For Star SG-10 printer owners wishing to print out their league standings, a Burroughs Nu-Kote standard Underwood ribbon at about $2.50 is great!

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Pritchard's Programming Tips

Simulating IF - THEN - ELSE with 8-Bit BASIC

If you are familiar with Microsoft BASIC, or have tried to translate a program from another computer over to the Atari, then you have probably run into the ELSE statement. The ELSE statement tells the program what to do when an IF - THEN statement is not true. Let's take an example from a Microsoft B c program:

```
300 IF X>20 THEN 500:ELSE GOTO 100
```

To translate this into Atari BASIC you can use do this:

```
300 IF X>20 THEN 500  301 GOTO 100
```

This way, although acceptable, is not the most efficient. And if you are translating a program, the similarity in form is lost. Not to mention, an extra line is added to the program.

Contrary to popular belief, there is a way to simulate the ELSE command in Atari BASIC. However, this simulation does have its limitations. If the ELSE statement is not a GOTO, then the THEN statement must be a GOTO (confused yet?). OK... So how do we do it? It's simple, really, we just replace the IF - THEN with ON - GOTO. You don't follow me yet? Here is an example, starting with the same line in Microsoft:

```
300 IF X>20 THEN 500:ELSE GOTO 100
```

Using Atari BASIC this becomes:

```
300 ON (X>20) GOTO 500:GOTO 100
```

What we do is turn the IF - THEN statement into a Boolean comparison by placing parentheses around it. If the comparison is evaluated as 'true,' then the GOTO 500 immediately following it will be execu

Continued on Page 12

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Search by date/text/application
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Read replies
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If the comparison in parentheses is 'not true,' the GOTO will be skipped over and the following statement will be executed (within the same BASIC program line!!) Remember that the ELSE statement that follows the Boolean comparison does not need to include a GOTO as long as the Boolean statement has a GOTO. Wow!!!

But what if the THEN part (what will be executed if the Boolean comparison is true), is more than a simple GOTO? This is simple too, just 'reverse' the ELSE and THEN parts. (This is what I meant by saying that the THEN or the ELSE must be a GOTO, but not necessarily both). We can 'reverse' the statement by changing the comparison operator and follow it with an ELSE command containing a GOTO.

Here is a new Microsoft program line:

```
200 IF X>Z THEN ?"OK":GOTO 400:ELSE
    GOTO 20
```

Using Atari Boolean Logic we have:

```
200 ON (X<Z) GOTO 20:?"OK":GOTO 400
```

The rules for 'reversing' the comparison operator are very simple. Here's a chart telling you what to replace with what.

OPERATOR	REPLACE WITH
>	<=
<	>=
=	<>
<> or ><	=
>=	<
<=	>

How much simpler can it get? Here's one last example. What if both the THEN statement and the ELSE statement have a GOTO? Well, an even more efficient method can be used.

Microsoft Program Line:

```
100 IF X>9 THEN 3000:ELSE GOTO 50
```

Simple Atari Boolean Logic:

```
100 ON (X<=9) GOTO 50:GOTO 3000
```

But better yet....

```
100 ON (X>9)+1 GOTO 50,3000
```

I will leave it to you to figure out how this works!!!

Editor's Note: Matt Pritchard was a student at U of M. In the August 1987 issue of ANTIC Magazine, Matt is credited with helping program a six player Star Trek game for the CompuTalk BBS in Fort Worth. The game includes text and graphics for ATASCII callers. Matt previously wrote a complete BBS program for the MPP 1000C modem (Comet Line BBS).

Reprinted from the Washtenaw Atari User Group Newsletter -- Summer Issue

POSTSCRIPT

As you probably noticed, there were some changes made to this month's Journal. I used a one-me[illegible], Publishing Partner and a laser printer, which [illegible]el gives the Journal a more professional look. [illegible]s, along with MACE weST becoming an ST board, hopefully helps boost our image in the Atari community and among ourselves. MACE has suffered its share of slings and arrows, and I'm sure members would agree it's time to put all that behind and start fresh with new officers and a new year of Atari wonders.

Those wonders at the Atari MAGIC Show were really something. I'm glad Atari is getting production going on the hardware we've heard so much about -- the MEGAs are in the stores even as I write! I was also encouraged to hear Neil Harris and Sandi Austin clear up some of the rumors and show Atari is indeed supporting the end users.

I look forward to a productive and enjoyable year as a MACE officer, and to help make this happen I need your input. Please stop me at a meeting or contact me on MACE weST (582-0657), Molin's Den (420-0407) or my BBS (Treasure CheST 973-9137) if you have a suggestion or a comment about the Journal. After all, it's your Journal; I just put it to-gether. I need articles and reviews to fill the p[illegible]s, for some silly reason! Remember too, if yo[illegible]e shopping at a computer store and they run an ad with us, tell them you saw it!

Pattie S-R

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M.A.C.E. meetings are open to member families only. Membership dues are $20 per year, which applies to all family members living at the same address. A special "Guest Membership" is available for $2 per family and is good for one meeting only. Guest Members will receive one copy of the current M.A.C.E. Journal but will not be able to purchase diskettes from our libraries.

If a Guest Member decides to join M.A.C.E. during the meeting, M.A.C.E. will deduct $2 from t. $20 membership fee, upon being shown a M.A.C.E. Journal with "Guest Member" stamped o. ..

Also, any member of another computer user group (not just Atari groups) will be admitted to our general meeting at no charge. If these guests wish to have a copy of our Journal, they will have to pay the cover price.

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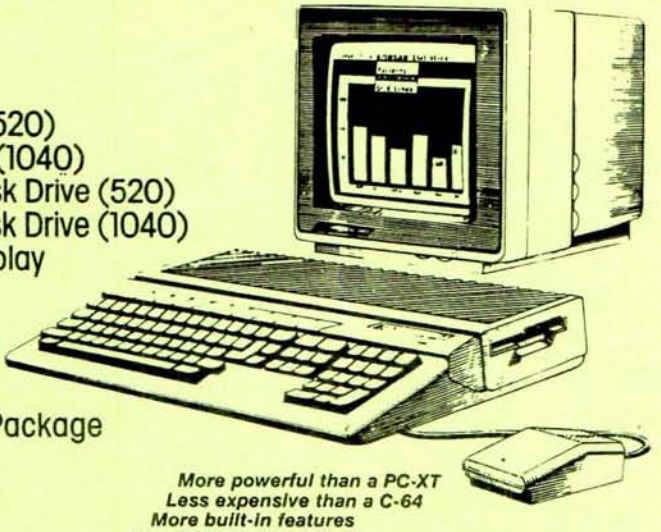

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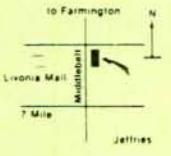

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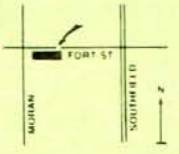

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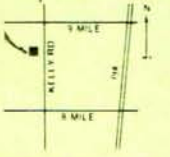

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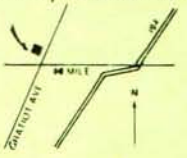

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